

Would the Real Steven Spielberg Please Stand Up?

Getting Started

Build a Storyboard

Movie Maker automatically divides your video into segments to make it easier to drag and drop the parts you want onto the storyboard where you put your movie together.

To build a storyboard:

1. Import video to your PC. You'll see your clips in the **Collections** view.
2. Double click on each clip to see how it looks in the preview window.
3. Once you've decided which ones you want to put in your movie, click and drag the clips to the **Storyboard** in the order in which you'd like them to appear in your final movie.



The Storyboard

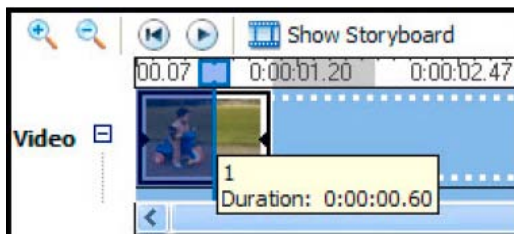
4. To rearrange your clips on the storyboard, just drag and drop them to a different location.

Edit Your Clips

Trim your clips to get exactly the footage you need.

To edit clips:

1. In the **Timeline** view, click on the clip you'd like to trim.
2. In the **Preview** window, drag the scroll bar slowly and watch as the video progresses.
3. Stop at the point where you want to trim the clip.
4. On the **Clip** menu, click **Set Start Trim Point**.
5. Now continue to drag the progress indicator until you reach the desired end point of your clip.
6. On the **Clip** menu, click **Set End Trim Point**.
7. You will now have your trimmed clip.



Editing a clip

Add Audio



A soundtrack can really draw your audience in and add fun to your home movies. Just import your favorite clips and then drag them to the timeline.

To add audio:

1. In the **Task Pane**, click on **Import audio or music**.
2. Navigate to the music track you'd like to add to your movie.
3. Click on **Import**.
4. The music track will appear in your Collection view
5. Click on **Show Timeline** button in the Storyboard section of your screen.
6. Drag your music track to the audio/music level of the Timeline

A music clip in the Collection view

Do It Yourself

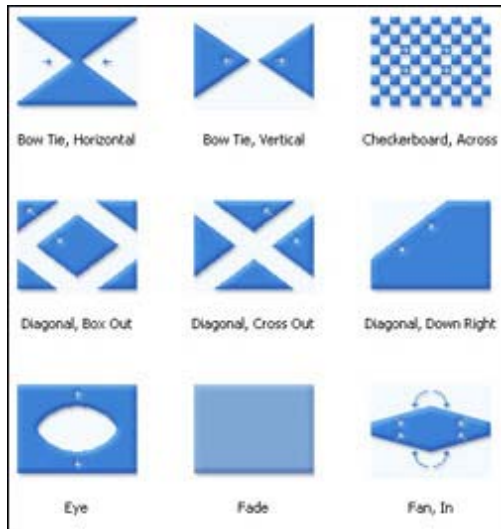
Get creative and have more fun enhancing your movies with techniques used by professional video producers.

Add Transitions

You can make your movie look more polished and professional by using transitions to move between clips. If you want more pizzazz in your vacation highlights, a fade or spin from one location to the next can really add excitement to your video.

To add transitions:

1. Build your **Storyboard** by dragging clips in the desired order.
2. In the **Edit Movie** section of the **Task Pane**, click **View video transitions**. A selection of transitions will appear.
3. Double-click the **transitions** to see how they look in the preview window.
4. Once you've decided which transitions to include in your final movie drag them down to the Storyboard and place them in the squares between your video clips.



A selection of transitions

Add Titles and Credits

You can insert titles and scrolling credits at the end of your movie, just like a professional Hollywood film.

To add titles and credits:

1. In the **Task Pane**, click **Make titles or credits**.
2. On the next screen, click the appropriate link that corresponds to the place where you want to add the title or credits to your movie.
3. Enter the text you want to appear in your title or credits.
4. Click **Change the title animation**, and then select a title animation from the list. You can preview them by clicking on them.
5. Click **Change the text and font color**, and then select the font you like, as well as the color of the text and background.
6. You can also alter the transparency, font size, and position of the title.
7. Click **Done**, and your title or credit will be added to your storyboard.



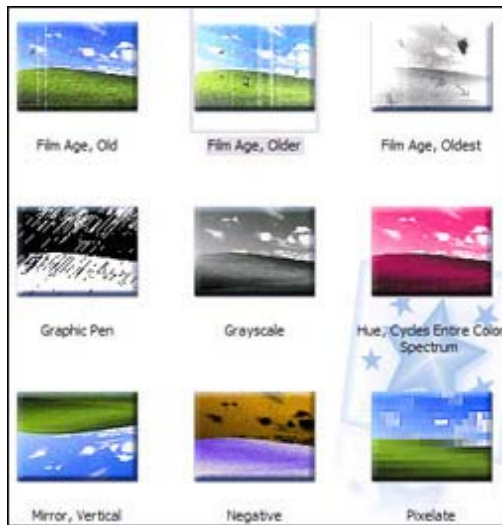
A title on the storyboard

Add Effects

Dozens of effects right at your fingertips give you more ways to enhance your story.

To add titles and credits:

1. In the **Task Pane**, click **View video effects**. A selection of video effects will appear.



Video effects selection

2. Double-click the **effects** to see how they look in the preview window.
3. Once you've decided which effects to include in your final movie drag them down to the Storyboard and place it on top of the star in the lower left hand corner of the clip.

Creating Clips

To make it easier for you to manage and edit video clips, Windows Movie Maker 2 for Windows XP divides the video you import to your PC into discrete segments.

Clips are automatically created if you have selected the **Create clips for video files** check box when you import a video file into Windows Movie Maker 2. If the check box is not selected, the video is imported as a single continuous clip, rather than a series of shorter clips. You can use Movie Maker's clip detection feature later to divide a video file into smaller, more manageable clips.

Clips are created in a number of different ways, depending on the video file and video source.

Video from a digital video camera. If you capture video from a digital video (DV) camera that is connected to an IEEE 1394 port, clips are created based on the time stamp inserted in the video by the DV camera. If there is no time stamp, a new clip is generated whenever there is a significant change in one frame of the video compared to frame that follows. If you import a DV-AVI file that is time stamped, the file is separated into clips according to the time stamp information.

Capturing video from an analog video camera or Web camera. If you capture video from an analog camera or Web camera, a clip is created when there is a significant frame change. This method is used for both live and recorded content from an analog source. The length of clips is also based in part on the duration of the entire video file: Longer video files will have clips that are generally longer in duration than those created when clip detection is used on a shorter video file.

Windows Media files. If you import a Windows Media file with an .asf or .wmv file name extension that includes file markers, a clip is created for each marker. If there are no markers—or only one marker—clips are generated based on significant frame changes. The time it takes to detect clips in a video file

increases as the length of the video file increases. If you click **Cancel** while clip detection is occurring, the process stops at that point in the video file. The clips that have been detected are segmented out. The final clip includes all of the video in the file that remained when clip detection was cancelled. You can resume clip detection for this part of the file at any time.

Editing Clips

A clip is a smaller segment of a larger video file. Movie Maker provides several options for editing clips.

Splitting a Clip

You can split a video clip into two clips. This is useful if you want to insert either a picture or a video transition in the middle of a clip. You can split a clip that appears on the storyboard/timeline of a current project, or you can split the clip in the Contents pane.

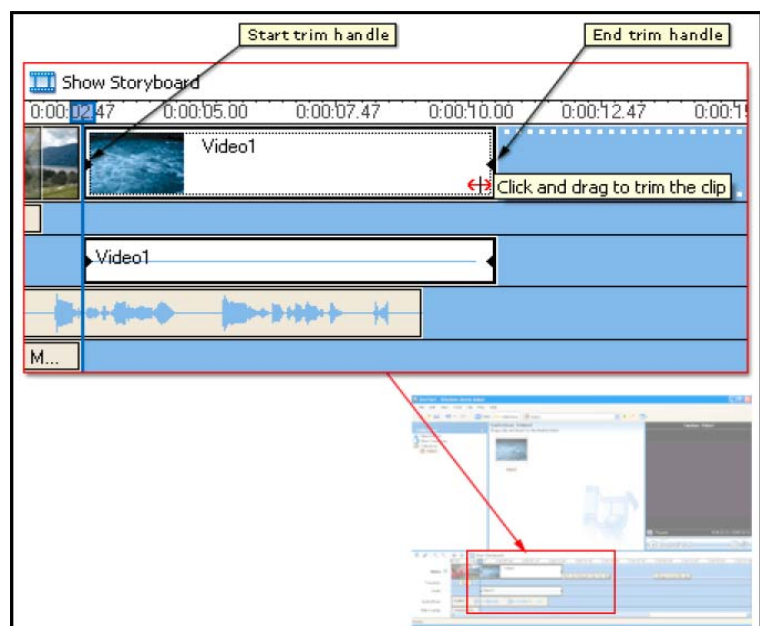
Combining Clips

You can combine two or more contiguous video clips. Contiguous means the clips were captured consecutively so that the end of one clip is immediately followed by the beginning of the next. Combining clips is useful if you have several short clips and want to view them as one clip on the storyboard/timeline. You can combine contiguous clips in the Contents pane or on the storyboard/timeline.

Trimming a Clip

You can hide the parts of a clip that you do not want to appear in your project. Trimming does not remove the information from the source material; you can restore the clip to its original length at any time. Clips can only be trimmed after they have been added to the storyboard/timeline. You cannot trim clips in the Contents pane. To trim a clip:

Drag the trim handles to remove the unwanted portions of the clip.



Creating Clips

You can also create clips from any video any time after it has been imported or

captured in Movie Maker. By separating longer pieces of video into smaller clips, you will make it easier to find a specific shot to use in your movie.

Using AutoMovie

The new AutoMovie feature in Windows Movie Maker 2 enables you to create a movie almost instantly by automatically editing together the individual clips or collection of clips that you select. AutoMovie analyzes the selected video, pictures, and music, and combines the different elements to make one movie based on the automatic editing style you choose.

To use AutoMovie, you must first complete the following steps:

1. Select a clip collection or choose multiple individual clips in the Collections pane or Contents pane.
2. Make sure the clips you chose contain video and/or pictures, as well as at least one audio clip.
3. Make sure the audio clip is long enough to play for the total duration of all of the clips you've selected.

Here's How To Use AutoMovie

1. Select a collection or multiple clips in the Contents pane.
2. From the **Tools** menu, click **AutoMovie**.

Or:

In the Movie Task pane, under **Edit Movie**, click **Make an AutoMovie**.

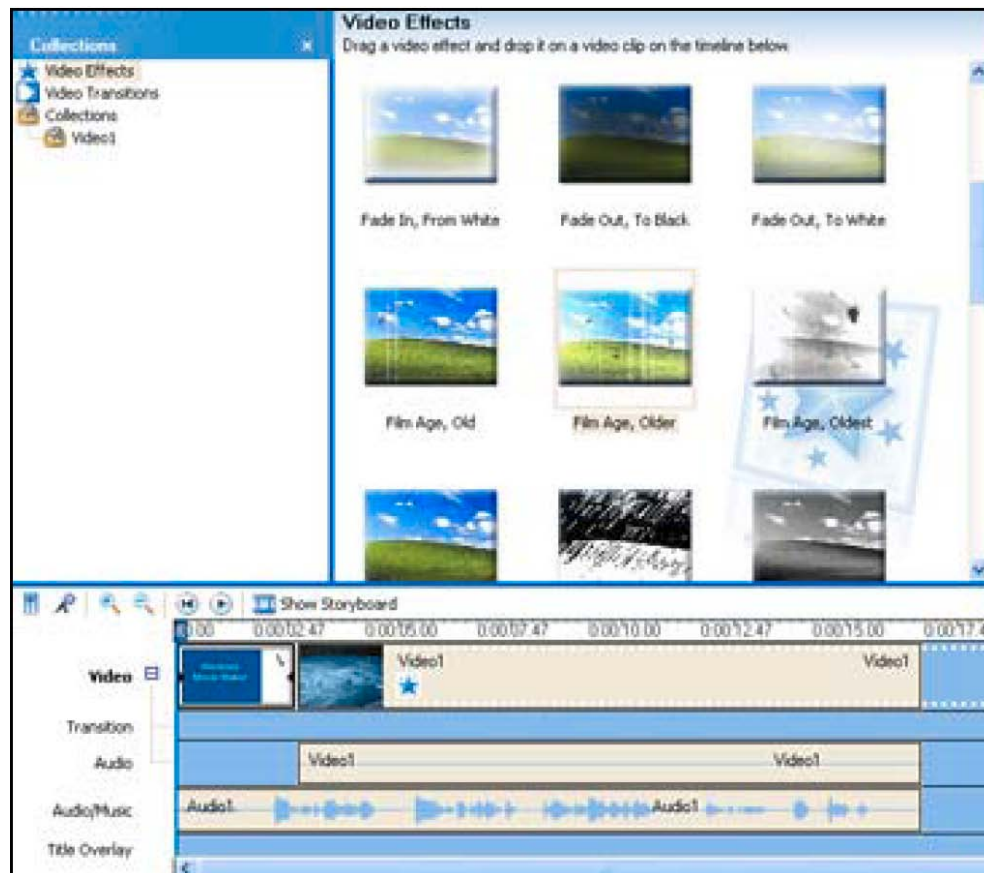
1. In the **Select an AutoMovie Editing Style** page, select an AutoMovie editing style.
2. Under More options, click Enter a title for the movie.
3. In the **Enter Text for Title** page, type the text you want to appear as the title.
4. Under More options, click Select audio or background music.
5. In **Audio and music files**, do one of the following:
 - Select an audio or music file from the current list.
 - Click Browse to import an audio or music file on your hard disk into Windows Movie Maker 2 to use in your movie.
 - Select None if you do not want any audio or music added to your movie.
6. If your movie will include audio or music, you can do one of the following:
7. To increase the audio level of an audio clip on the Audio/Music track, drag the slider bar towards Audio/Music.
8. To increase the audio level of the audio on the Audio track that is part of a video clip, drag the slider bar towards Audio from video.
9. Click **Done, edit movie** to create the AutoMovie and add the clips to the storyboard/timeline.

The time it takes for the AutoMovie to be processed and added to the storyboard/timeline depends on the duration of the movie, and the size of the audio, video, and picture files. Generally, it will take about 1/3 the time of the overall length of the clips to complete the process. After you create an AutoMovie, you can save it as a movie using the Save Movie Wizard or you can make further edits, just as you would

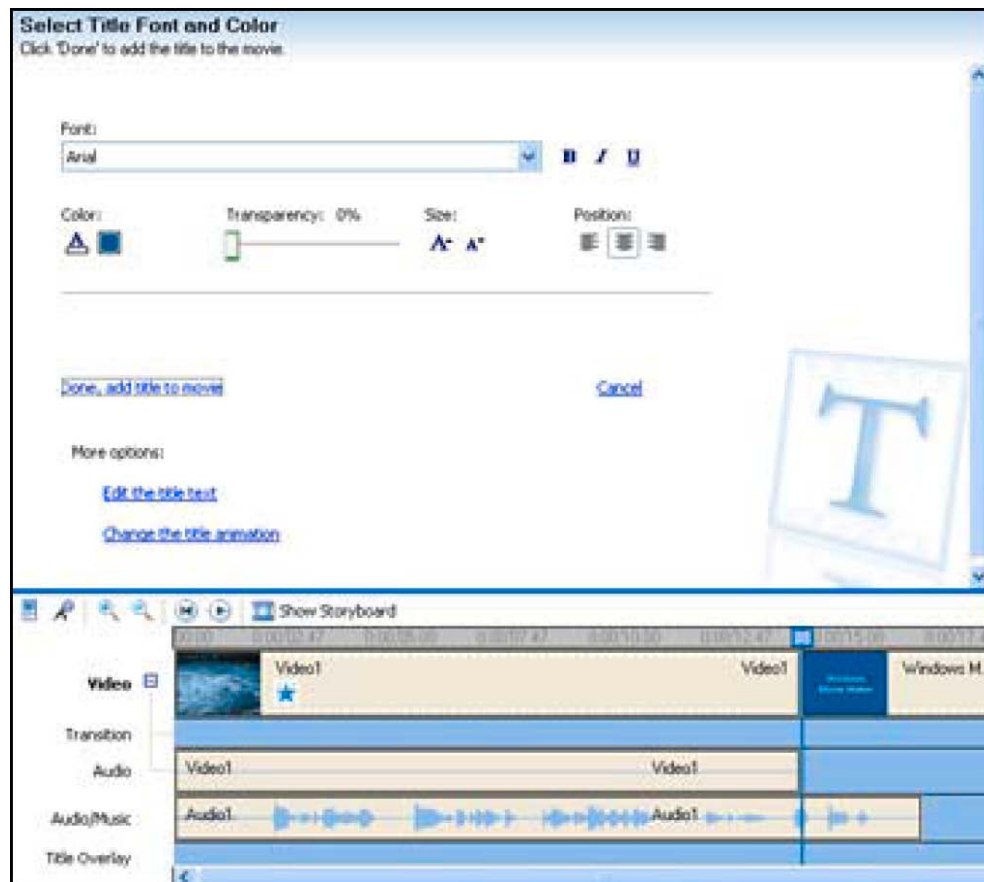
when creating a project and movie on your own in Windows Movie Maker.

Adding Titles and Credits

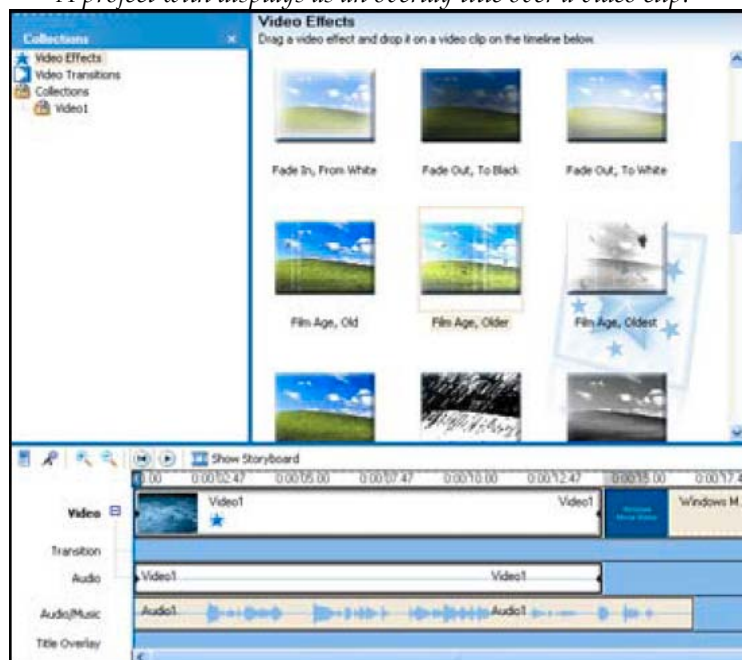
Windows Movie Maker 2 for Windows XP includes features that make it easy to add titles and credits to your movies. You can add any text that you'd like, including the title of your movie, your name, the date, and the names of the actors. You can also place the titles anywhere you want—at the beginning or end of a movie, before or after a clip, or even overlaying a clip. You can also specify the length of time that the title will appear.



A project with a title that displays before a video clip.



A project with displays as an overlay title over a video clip.



A project with credits that appear at the end of the project.

Choosing the Title Animation

With title animation effects, you can control the way titles play back in your movies. For example, the **Typewriter** title animation displays title text one character at a time.

Windows Movie Maker includes three categories of title animations:

Titles, One Line

As the name suggests, the title animations in this category are best suited for titles that contain a single line of text. When you select a title animation from this category, the text area for entering the title appears as one large text box. The text you enter then appears all at once in your movie, even if your title actually runs to more than one line of text.

Titles, Two Lines

The title animations in this category work best for titles that contain two or more lines of text. When you pick a title animation in this category, you'll see two areas for entering text. The first line of text you enter appears first and then the second line of text appears shortly after the first line of text is displayed.

Credits

Movie Maker also makes it easy to add credits to your home movies. When a title animation is selected in this category, the text area for entering the credits appears as a small grid. Use the top row to enter the title of your movie. The rows below provide two columns where you can enter information about your movie. You can use the first column for entering titles such as director and scriptwriter, and the second column to enter their names, for example. For each category, if the title will appear as an overlay, you'll see the notation **(overlay)** at the end of the title animation description.

Entering Titles and Credits

Here's how to use title and credit features of Windows Movie Maker 2:

1. On the **Tools** menu, click **Titles and Credits**.

–or–

In the Movie Task pane, under **Edit Movie**, click **Make titles or credits**.

1. On the **Where do you want to add a title?** page; click a link that corresponds to the place where you want to add the title.
2. In the **Enter Text for Title** page, type the text you want to appear as the title.
3. Click **Change the title animation**, and then on the **Choose the Title Animation** page, select a title animation from the list.
4. Click **Change the text and font color**, and then on the **Select Title Font and Color** page, choose the font, font color, formatting, background color, transparency, font size, and position of the title.

5. Click **Done, add title to movie** to add the title to your movie.

Adding Music

Adding a soundtrack is a great way to enhance the meaning and excitement of the movies you create. With Windows Movie Maker 2 for Windows XP, it's easy to add favorite songs, evocative mood music, or any other audio you'd like to include as part of a soundtrack.

Once you've assembled the elements of your home movie on the storyboard, you're ready to add music. Here's how:

1. In the Tasks Pane, click **Import audio or music** (or click on **File** menu, then **Import into collections**)
2. Your **My Music** folder will open. Navigate to the song that you want and click on it, then click the Import button in the lower right-hand corner. This will bring your music clip into your collection.
3. Click on the **Show Timeline** button above the storyboard, or use the **View** drop-down menu and click on **Timeline**
4. Drag the audio file down to the **Audio/Music** track
5. You can move the audio clip left to right to coincide with a particular video clip. And if the music is too long for your video, you can trim it. Simply scroll along the **Timeline** all the way to the right, so you can see the end of the audio clip. Move the cursor onto the end of the song, and a red double arrow will appear. Drag the clip to the left as far as you want to create the end point of the music.



You can adjust the volume of the music you add in relationship to and the volume of the audio on the video clip. For example, or you can turn the audio track on the video clip all the way down so that only the music is heard, or adjust the levels so that both are audible.

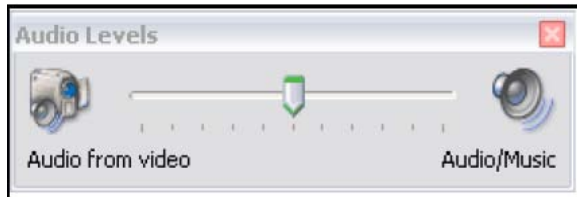
To adjust the volume of an audio clip

1. On the Audio or Audio/Music track of the timeline, select the audio clip that you want to adjust the volume for.
2. On the **Clip** menu, point to **Audio**, and then click **Volume**.
3. To adjust the volume, do one of the following:
 - To reduce the volume, move the **Audio volume level** slider to the left.

- To increase the volume, move the **Audio volume level** slider to the right.
- To mute the clip, select the **Mute clip** check box.
- To reset the volume to the original volume, click **Reset**.

To adjust the volume of an audio clip relative to the audio from the video clip

1. Just above the Timeline view, click on the Volume icon on the left.
2. A slider will appear, and you can drag it left or right, depending on whether you want the audio from the video to be more prominent or the music to be more prominent.



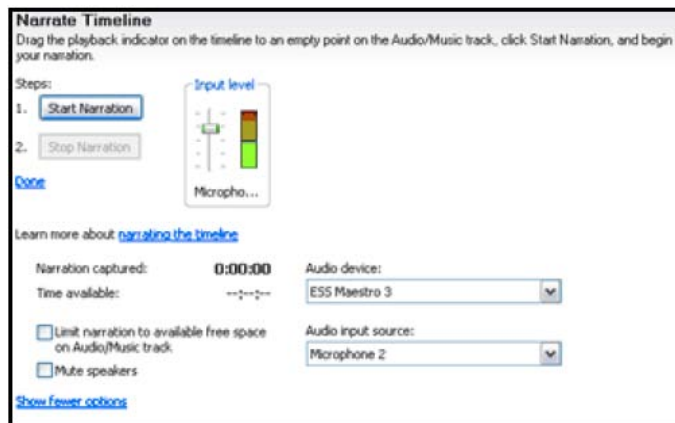
Adding Narration

With Windows Movie Maker 2 for Windows XP, you can easily add a voice-over to your home movies. Adding narration lets you use your own words and voice to describe the scene that viewers are seeing.

To add voice narration to your movie, you need a microphone installed on your PC.

Once you've assembled the elements of your home movie on the storyboard, you are ready to start your narration:

1. On the **View** menu, click **Timeline** (or click **Show Timeline** in the Storyboard section).
2. Move the playback indicator on the timeline, which appears as a square with a vertical line, to a point on the timeline where the Audio/Music track is empty and where you want to begin your audio narration.
3. Click on the microphone icon above the timeline, or go to **Tools** menu and select **Narrate Timeline**.
4. To see more options, click **Show more options**, and do the following:
5. If you have added other audio clips to the Audio/Music track and you do not want the other clips to shift on the timeline, select the **Limit narration to available free space on Audio/Music track** check box.
6. In the **Audio device** list, click the audio capture device you want to use. Then, in **Audio input source**, click the line that you want to use.
7. To adjust the volume of your captured audio, move the **Input level** slider to the level you prefer.
8. Select the **Mute speakers** check box to prevent the audio from a video clip on the timeline from playing back over your speakers while you are narrating the timeline. This keeps unwanted audio from being captured in your narration.
9. Click **Start Narration** and begin narrating the content on the timeline.
10. Do one of the following:
 - If the **Limit narration to available free space on Audio/Music track** check box is selected, narrate the timeline until the time limit expires.
 - If the **Limit narration to available free space on Audio/Music track** check box is cleared, click **Stop Narration** after you have finished narrating the contents on the timeline.



11. In the **File name** box, type a name for your captured audio narration, and then click **Save**.

The audio narration you captured is imported automatically into the current collection and the narration is added automatically to the point on the Audio/Music track where the narration was first started.

Capture Video from a Tape in a DV Camera

Connect your DV camera to your computer; in most cases this requires an IEEE 1394 adapter on your PC and an IEEE 1394 cable to connect your camera. On the camera, set the camera mode to play the recorded video. (This is often labeled VTR or VCR on a DV camera.)

1. Start Movie Maker. To start Movie Maker, click **Start**, point to **All Programs**, point to **Accessories**, and then click **Windows Movie Maker**.
2. On the **File** menu, click **Capture Video**. Alternatively, in the Movie Tasks pane, under **Capture Video**, click **Capture from video device**.
3. On the **Video Capture Device** page, in **Available devices**, click the DV camera.
4. In the **Enter a file name for your captured video** box, enter a name for your captured video file. Then, in the **Choose a place to save your captured video** box, select the location where you want your video to be saved, or click **Browse** to select a location.
5. On the **Video Setting** page, choose the video setting you want to use for capturing video and audio.
6. On the **Capture Method** page, click **Capture the entire tape automatically**. The tape in the DV camera will rewind. Capture will begin automatically and ends when the video tape ends.
7. Select any of the following commands:
 - To separate the video into smaller clips, select the **Create clips when wizard finishes** check box.
 - To stop capturing before the end of the video tape, click **Stop Capture**, and then click **Yes** in the resulting dialog box to save the video that has been captured.
8. To close the Video Capture Wizard, click **Finish**.

The captured content will be imported into a new collection with the same name as the specified video file.

Capture Parts of a Video from DV Camera Tape

If you want to capture parts of a video from a tape on your DV camera, rather than the entire video, perform the first five steps in the procedure above, and then the following steps:

1. On the **Capture Method** page, click **Capture parts of the tape manually**. To separate the video into smaller clips, select the **Create clips when wizard finishes** check box.
2. To prevent audio from playing while capturing video, select the **Mute speakers** check box.
3. Locate the video and audio you want to capture from your tape by using either the controls on your DV camera or VCR or the **DV camera controls** in the wizard.
4. To begin capturing video, click **Start Capture**. The tape will play automatically and capture will begin.
When the tape reaches the point at which you want to stop capturing, click **Stop Capture**. Repeat these steps for each part of the video tape that you want to capture.
5. When you have finished capturing, click **Finish** to close the Video Capture Wizard.

The captured content will be imported into a new collection with the same name as the specified video file.

Capture Video from an Analog Camera or VCR Tape

Analog video capture is useful when you have older video content, such as VHS tape, and want to convert it to digital. Or you may have an older camcorder that only provides analog outputs, such as composite or S-Video. Performing analog capture requires a hardware device that can take video input from a composite or S-Video signal and convert it to digital data.

To capture video from an analog source, connect your analog camera or VCR to your computer's capture device, and then set the camera mode to play recorded video (often labeled VTR or VCR on an analog camera). Start Movie Maker and start the video capture as described in the procedures above.

1. On the Video Capture Device page:
 - In Available devices, click the analog device you want to use to capture video. In the Video input source list, click the input line you want to use.
 - If you want to adjust and configure the video capture device settings, click Configure.
 - In the Audio device list, click the audio capture device you want to use, and then, in Audio input source, click the input line you want to use.
 - To adjust the volume of your captured audio, move the Input level slider.
2. Where prompted, enter a file name for your captured video, and choose a place to save your video. Then select the video setting you want to use for capturing video and audio.
3. To separate the video into smaller clips, select the Create clips when wizard finishes check box.
4. To prevent audio from playing over your speakers while capturing video, select the Mute speakers check box.
5. Using the controls on your analog camera or VCR, locate the video and audio you want to capture from your tape. In Movie Maker, click Start Capture, and then press the Play button on your analog camera or VCR.
6. When the tape reaches the point at which you want to stop capturing, click Stop Capture, and then press the Stop button on your analog camera or VCR. Repeat these steps for each part of the video tape you want to capture.
7. When you have finished capturing, click Finish to close the Video Capture Wizard.

The captured content will be imported into a new collection with the same name as the specified video file.

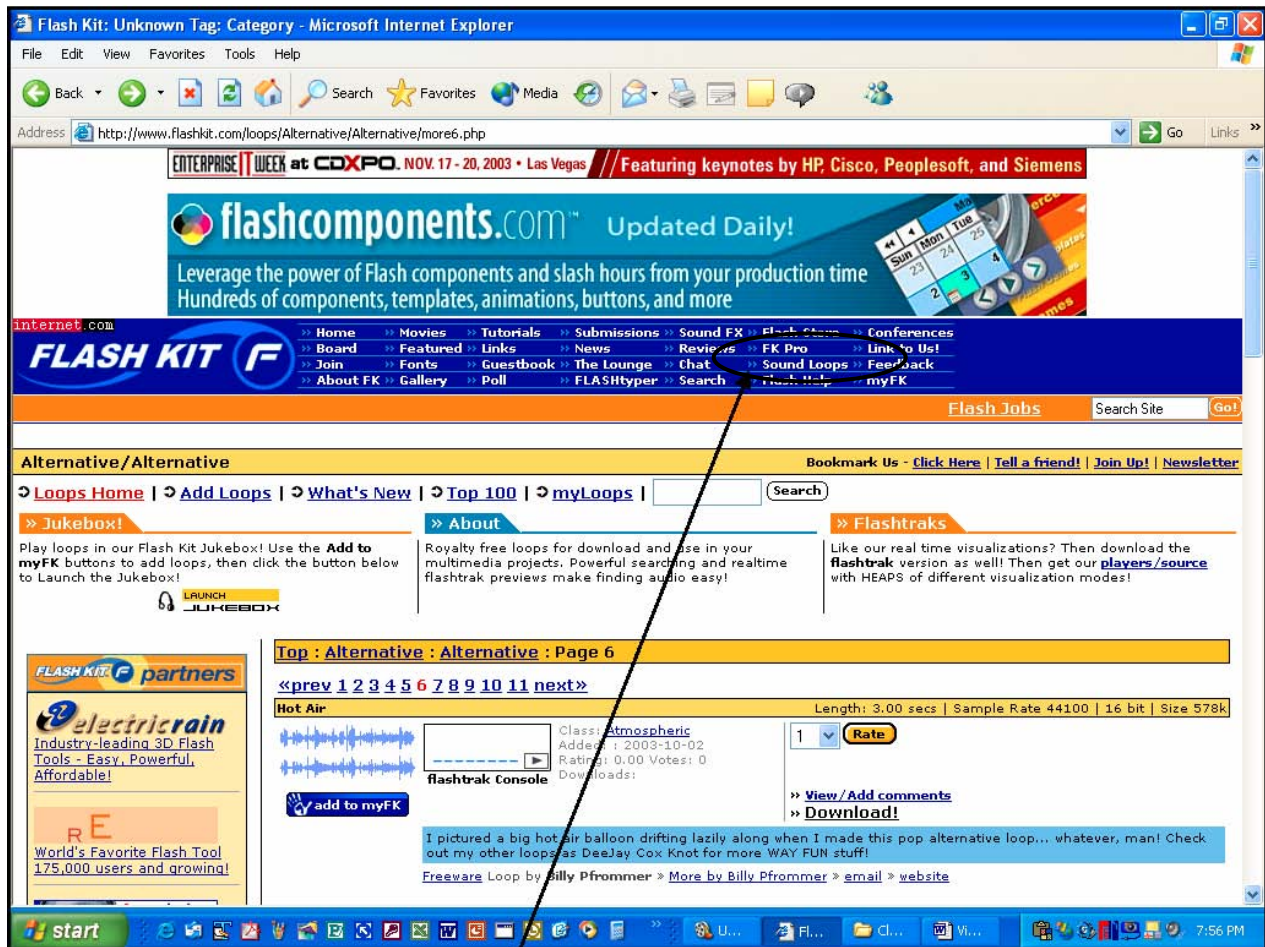
Capture Live Video

When your camera is connected to your computer, you can use Movie Maker to capture video directly to your hard drive without saving the video to tape first. Start by connecting your camera to your computer as described above. Set the mode on your camera to capture live video and audio. (This is often labeled Camera mode.) Start Movie Maker on your computer and begin the video capture as described above. Choose your device and configure device settings as explained above. Enter a file name for your video and choose a place to save your video.

1. On the **Video Setting** page, select the video setting you want to use for capturing video and audio.
2. To separate the video into smaller clips after the wizard completes and the video is captured, select the **Create clips when wizard finishes** check box.
3. To prevent audio from playing over your speakers while capturing video, select the **Mute speakers** check box.
4. To begin capturing, click **Start Capture**. To stop capturing, click **Stop Capture**.
5. Repeat these steps to capture another segment of live video.
6. Click **Finish** to close the Video Capture Wizard.

The captured content will be imported into a new collection.

Free Sound Loops for Videos



1. <http://www.flashkit.com/loops/> From the home page go to Sound Loops
2. Choose from nine music categories:
3. Under each of the nine categories, the sound loops are further broken into groups of like clips
Example: Category Techno-Dance – Rave loops.
4. 15 pages of loops with approximately 8 loops on each page
5. Displays sound loop name, length, and size.
6. Students can download multiple clips at one time, but will need to set up a user account, or they can download clips one at a time.
7. Strongly advise headphone – students can bring their own.